

Bulk Rename Tool - Pixel Engine for Unity User Guide

1. Introduction

The Bulk Rename Tool for Pixel Engine for Unity is a powerful, user-friendly asset renaming utility designed to save time and enhance the workflow of game developers and Unity asset creators. Version 1.0.0 introduces a host of features aimed at streamlining the renaming process across your Unity projects.

2. Features

- **Bulk Renaming**: Rename multiple assets in one go, supporting folders, files, and Unity-specific asset types.
- **Regex Support**: Utilize regular expressions for pattern-based renaming, making complex renaming tasks simple and efficient.
- **Incremental Naming**: Automatically number assets with customizable prefixes, suffixes, and numbering schemes.
- **Preset Management**: Save and apply renaming presets for consistent naming conventions across projects.
- **Customizable Patterns**: Use built-in placeholders to create dynamic naming patterns tailored to your project's needs.
- **Preview Changes**: Get a preview of the proposed changes before applying, ensuring accuracy and satisfaction with the results.
- **Advanced Sorting**: Organize your assets with sophisticated sorting options, including regex and alphanumeric support.
- **Undo/Redo Operations**: Safely make changes with the ability to revert actions if needed.

Bulk Rename Tool - Pixel Engine for Unity User Guide

[Screenshot placeholder: Bulk Rename Tool interface showcasing the main features.]

3. Getting Started

This guide will walk you through the initial setup and basic operations of the Bulk Rename Tool. Ensure you have the latest version of Unity installed and have imported the Pixel Engine for Unity package into your project.

4. Basic Usage

1. **Open the Tool**: Navigate to `Tools -> Rename Tool` in the Unity menu to open the Bulk Rename Tool window.
2. **Configure Settings**: Use the interface to specify your renaming criteria, including prefixes, suffixes, and naming patterns.
3. **Preview Changes**: Click on the "Preview" button to see how your assets will be renamed. Adjust settings as necessary.
4. **Apply Renaming**: Once satisfied with the preview, click the "Rename" button to apply changes to your selected assets.

[Screenshot placeholder: Configuring basic settings in the Bulk Rename Tool.]

5. Advanced Features

Explore the advanced features such as regex support, incremental naming, and preset management

Bulk Rename Tool - Pixel Engine for Unity User Guide

to fully leverage the tool's capabilities for complex renaming tasks.

6. Troubleshooting & Support

Encounter an issue? Check the FAQ section in our documentation or reach out to our support team for assistance.

7. Upcoming Features

Stay tuned for exciting updates, including enhanced folder and file type support, additional customizable presets, and an even more intuitive user interface.

8. Video Tutorial

[Video tutorial placeholder: Watch our step-by-step guide to mastering the Bulk Rename Tool.]